

Abstract

[23] A sequencing game is provided with a housing and a microprocessor disposed within the housing. A plurality of manually operable controls are affixed to the housing and are in communication with the microprocessor. The microprocessor generates and sensorially renders a sequence of events, wherein each event is related to one of the manually operable controls. Each manually operable control is externally actuable by a participant for responding to said sequence of signals. The microprocessor further compares the participant's response to said sequence of events for determining the correctness of the participant's response. The difficulty of the game is increased with a motor that drives wheels which move the game while the sequence of events are being sensorially rendered.